
Title: Path of the Way I

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Few things in Jukan life require the dedication and raw talent as advancing through the path of an Initiate of the Way to becoming a true Waymaster in our society. The demands of the Path of the Way are deep and demanding, and very few manage to attain the mastery that so many seek. The path is long and takes decades of training, apprenticeship, and tutelage under one of the current Waymasters. The Way
The Way is a philosophy and a battle doctrine that dates back to even before the first Shirron of the Juka was appointed by the Great Mother, and Waymasters have been vital and crucial to the success of their clans in warfare and peacetime. Waymasters throughout our history have served in every conceivable position from diplomat to spy, and from war advisors to philosophy writers. The Path of the Way is a set of goals and ideals meant to enlighten and embolden each of us, and to tap into the deepest potentials that each Jukan has within themselves. The Path of the Way knows no distinction of clan, gender, or caste. Any who can truly dedicate themselves

to walking only with honor, discipline, wisdom, and strength are welcomed into the philosophy of the Way, but there are many trials that await those who attempt to become Waymasters. A

Waymaster must be able to fulfill many demanding roles and the steps of the Path help to teach them these things.

The Initiate of the Way

An Initiate of the Way is a beginner and a student, regardless of age they are as to a child in the eyes of the Path of the Way. This stage of the Path is where a Jukan must first be tested on their dedication and determination, as they are given rigorous and debilitating physical and mental tasks to force them to their limits. As they push themselves farther and confront their limits, they are encouraged to break through them and to find what their true limits are, instead of the perceived limits they have thrust upon themselves throughout life. An Initiate of the Way can only be declared as a success once they are able to undergo a set of four trials set forth by an Adept who is apprenticing with the Waymaster under whose tutelage they have pledged to be in. An Initiate can advance by getting a recommendation from an Adept or a Waymaster.